

LISTING OF CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application.

1-67. (Canceled).

68. (Previously Presented) A system, comprising:

at least one digital storage medium comprising gaming software;

a gaming machine comprising at least one processor configured to authenticate and execute gaming software of the at least one digital medium; and

an authentication agent apparatus, wherein said authentication agent apparatus is external to said gaming machine and further wherein said authentication agent apparatus is configured to:

transmit an authentication algorithm to said gaming machine, the authentication algorithm including at least one instruction arranged for processing by said gaming machine to authenticate said gaming software;

receive from said gaming machine an outcome of said authentication algorithm applied to said gaming software;

compare said received outcome with an expected outcome; and

authenticate said gaming machine if said received outcome matches said expected outcome.

69. (Previously Presented) The system of claim 68, wherein an external agent apparatus

prompts said gaming machine to request and execute said authentication algorithm for said at least one digital medium, and

enrolls said gaming machine when said received outcome matches at least one of a set of predetermined criteria.

70. (Previously Presented) The system of claim 68, wherein execution of said authentication algorithm by said gaming machine is carried out based on at least one of a request of said gaming machine, a request of a player of said gaming machine, a request of an authorized agent, and upon a randomly or periodically scheduled event.

71. (Previously Presented) The system of claim 68, further comprising a data storage device configured to historically store said received outcome.

72. (Previously Presented) The system of claim 68, wherein said at least one processor is further configured to execute a verification algorithm to generate a verification signature of said gaming software.

73. (Previously Presented) The system of claim 68, wherein the at least one processor of the gaming machine is further configured to process said authentication algorithm to determine at least one of corruption of said at least one digital medium and tampering with said at least one digital medium.

74. (Previously Presented) The system of claim 68, wherein said authorization agent apparatus is remote to said gaming machine and coupled to said gaming machine via a communication link for transmission of said authentication algorithm to said gaming machine.

75. (Previously Presented) A method for authenticating gaming software of at least one digital storage medium in a system including a gaming machine and an external authentication agent apparatus, said method comprising:

transmitting an authentication algorithm from said external authentication agent apparatus to said gaming machine, the authentication algorithm comprising a plurality of instructions to be executed by said gaming machine;

deriving an outcome of said authentication algorithm applied to the gaming software of the at least one digital storage medium by execution of the authentication algorithm by said gaming machine;

receiving with said authentication agent apparatus said outcome from said gaming machine;

comparing with said authentication agent apparatus said outcome with an expected outcome; and

authenticating said gaming machine with the authentication agent apparatus if said outcome matches said expected outcome.

76. (Previously Presented) The method of claim 75, further comprising prompting said gaming machine to execute said authentication algorithm for said at least one digital medium and enrolling said gaming machine when said received outcome matches at least one of a set of predetermined criteria.

77. (Previously Presented) The method of claim 75, further comprising executing said authentication algorithm based on at least one of a request of said gaming machine, a request of a player of said gaming machine, a request of an authorized agent, and upon a randomly or periodically scheduled event.

78. (Previously Presented) The method of claim 75, further comprising storing any received outcome from said gaming machine for recollection thereof.

79. (Previously Presented) A gaming machine comprising:

a gaming controller; and

a data storage device storing data files of games executed by the gaming controller and data corresponding to a valid verification signature,

wherein the gaming controller comprises an interface for loading data external from said gaming machine to said data storage device, and a processor to process a verification algorithm to derive a verification signature and compare said derived signature to said valid signature, and to process an authentication algorithm received via the interface, and

wherein the authentication algorithm comprises a plurality of instructions to be executed by the processor of said gaming machine to authenticate said data files of games.

80. (Previously Presented) A method for presenting at least one game to a player at a gaming machine, said method comprising:

storing one or more program files for the at least one game in a digital storage medium;

transmitting via a communication link an authentication algorithm to said gaming machine from an authentication agent apparatus, the authentication algorithm including at least one instruction arranged for processing by said gaming machine to derive an outcome of said one or more program files;

processing said authentication algorithm to derive an outcome of said one or more program files for the at least one game via said gaming machine,

receiving said outcome from said gaming machine,

comparing said received outcome to one of an authorized outcome stored in said digital storage medium or transmitted with said authentication algorithm to determine whether the one or more program files are authentic, and

presenting said at least one game to the player at the gaming machine if the one or more program files are determined to be authentic.

81. (Previously Presented) The method of claim 80, wherein a player is unable to play said at least one game until said one or more program files are determined to be authentic.

82. (Previously Presented) The method of claim 80, further comprising processing said authentication algorithm in response to the player attempting to execute a game of the at least one game.

83. (Previously Presented) The method of claim 80, further comprising downloading the one or more program files from the digital storage medium to said gaming machine, and

initiating processing of said authentication algorithm in response to downloading the one or more program files to said gaming machine.

84. (Previously Presented) The method of claim 80, further comprising triggering, with an agent apparatus external to said gaming machine, transmission of said authentication algorithm and said one or more program files.

85. (Previously Presented) The method of claim 80, further comprising registering said outcome for an audit.

86. (Previously Presented) The method of claim 80, further comprising transmitting an authentication identifier with said authentication algorithm.

87. (Previously Presented) The method of claim 80, further comprising processing said authentication algorithm for identification of at least one of corruption of said one or more program files stored on said digital storage medium and tampering with said one or more program files stored on said digital storage medium.

88-94. (Canceled).

95. (Previously Presented) A system for monitoring a gaming machine, said system comprising:

an authentication agent apparatus; and

a regulating agent apparatus to monitor at least a portion of said gaming machine,

wherein said regulating agent apparatus generates a request for an authentication agent apparatus, and

wherein said authentication agent apparatus is configured to:

transmit an authentication algorithm to said gaming machine, the authentication algorithm comprising a plurality of instructions to be executed by said gaming machine to derive an outcome of said authentication algorithm applied to at least said portion of said gaming machine;

receive from said gaming machine an outcome of said authentication algorithm applied to at least said portion of said gaming machine;

compare a received outcome from said authentication algorithm at said gaming machine with an expected outcome; and

authenticate said gaming machine if said received outcome matches said expected outcome.

96. (Canceled).

97. (Previously Presented) The system of claim 95, wherein said regulating agent apparatus is located remotely from said gaming machine to remotely monitor at least said portion of said gaming machine.

98. (Previously Presented) The system of claim 95, wherein
said regulating agent apparatus monitors all data stored in a digital storage medium of said gaming machine, and
said authentication agent apparatus authenticates said data stored in said data storage medium of said gaming machine.

99. (Previously Presented) The system of claim 95, wherein said authentication agent apparatus is configured to verify that said gaming machine satisfies local gaming regulations.

100. (Previously Presented) The system of claim 95, wherein said regulating agent apparatus monitors software and peripheral devices of said gaming machine.

101. (Canceled).

102. (Previously Presented) The system of claim 95, wherein said authentication agent apparatus via said received outcome of said authentication algorithm detects tampering or rigging of software within said gaming machine.

103. (Previously Presented) The system of claim 95, wherein said authentication agent apparatus authenticates data stored on a digital storage medium in said gaming machine based upon said received outcome of said authentication algorithm.